
Subject: [RFC PATCH 1/5] SUNRPC: hold current network namespace while pipefs
superblock is active

Posted by [Stanislav Kinsbursky](#) on Mon, 17 Oct 2011 12:12:34 GMT

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We want to be sure that network namespace is still alive while we have pipefs
mounted.

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net/sunrpc/rpc_pipe.c | 15 ++++++++
1 files changed, 14 insertions(+), 1 deletions(-)

diff --git a/net/sunrpc/rpc_pipe.c b/net/sunrpc/rpc_pipe.c

index b181e34..8322080 100644

--- a/net/sunrpc/rpc_pipe.c

+++ b/net/sunrpc/rpc_pipe.c

@@ -27,6 +27,9 @@

#include <linux/workqueue.h>

#include <linux/sunrpc/rpc_pipe_fs.h>

#include <linux/sunrpc/cache.h>

+ #include <linux/nsproxy.h>

+

+ #include "netns.h"

static struct vfsmount *rpc_mnt __read_mostly;

static int rpc_mount_count;

@@ -1006,6 +1009,7 @@ rpc_fill_super(struct super_block *sb, void *data, int silent)

{

struct inode *inode;

struct dentry *root;

+ struct net *net = current->nsproxy->net_ns;

sb->s_blocksize = PAGE_CACHE_SIZE;

sb->s_blocksize_bits = PAGE_CACHE_SHIFT;

@@ -1023,6 +1027,7 @@ rpc_fill_super(struct super_block *sb, void *data, int silent)

}

if (rpc_populate(root, files, RPCAUTH_lockd, RPCAUTH_RootEOF, NULL))

return -ENOMEM;

+ sb->s_fs_info = get_net(net);

return 0;

}

@@ -1033,11 +1038,19 @@ rpc_mount(struct file_system_type *fs_type,

return mount_single(fs_type, flags, data, rpc_fill_super);

}

```
+void rpc_kill_sb(struct super_block *sb)
+{
+ struct net *net = sb->s_fs_info;
+
+ put_net(net);
+ kill_litter_super(sb);
+}
+
static struct file_system_type rpc_pipe_fs_type = {
    .owner  = THIS_MODULE,
    .name   = "rpc_pipefs",
    .mount  = rpc_mount,
- .kill_sb = kill_litter_super,
+ .kill_sb = rpc_kill_sb,
};

static void
```
